# Combat Skill

- **Name:**
- **Race:**
- **True Name:**
- **Alignment:**
- **Hit Points:**
- **Experience Level:**

## Saving Throws

- **Save vs. Spell/Ward:**
- **Save vs. Fumble/Ritual:**
- **Save vs. Psionics:**
- **Save vs. Toxins/Poisons:**
- **Save vs. Harmful Drugs:**
- **Save vs. Invisibility:**
- **Save vs. Possession:**
- **Save vs. Horror Factor:**
- **Save vs. Coma/Death:**
- **Perception Rolls:**

## Damage Record

- **D.C.:**
- **D.C.:**
- **Hit Points:**
- **L.S.P.:**
- **Chi:**
- **P.P.E.:**

### O.C.C. Skills

- **Native Language:**
- **Speak (+10%):**
- **Speak (+10%):**
- **Wilderness Survival (+10%):**

### Athletics (General)

#### Weapon Proficiencies

- **W.P. Archery**
- **W.P. Sniper**
- **W.P. Targeting**

#### Superior Bowmanship

#### Dodge & Parry Arrows

#### Dodge Projectile:

#### Parry:

## Weapons

### Fantasy

#### Range

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<th>Weapon</th>
<th>Range</th>
<th>Damage</th>
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<td><strong>Long Bow</strong></td>
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<td><strong>Sniper</strong></td>
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<td><strong>Targeting</strong></td>
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</tbody>
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### Special Abilities/Skills

#### Equipment

#### Notes

### Money

- **Gold:**
- **Salary:**
- **Valuables:**

### Outfits